WWW.TRIVIA.SHOW
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GAME SHOW OVERVIEW

FUN-PARDY!

Play as individuals and / or teams in the ultimate trivia showdown. Compete head-to-head for the high score by answering questions selected from a 5x6 grid gameboard. No need to answer in the form of a question here.

GETTING STARTED

TECHNICAL REQUIREMENTS:

- ✓ Internet connected computer
- ✓ Secondary internet connected device (e.g., smartphone, tablet)

TEAM REQUIREMENTS:

People (per game; does not include tournaments):

- ✓ Minimum – 5 single-player teams (i.e., 5 people)
- ✓ Maximum – 10 teams with 10 players each (i.e., 100 people)

Time:

- ✓ Standard Game – 75 – 90 minutes
- ✓ Accelerated Game – 30 – 45 minutes
- ✓ Time-Boxed – Custom / up to 60 minutes.

FOR BEST RESULTS:

- ✓ Complete game show preference survey
- ✓ Download the free Zoom desktop app
- ✓ Use microphone and / or headset
- ✓ Practice using our buzzer system—buzzin.live

PLAYING THE GAME

OBJECTIVE:

To be the team with the highest score at the end of the game by answering as many questions as possible.

STARTING THE GAME:

A puzzle-based "coin-toss" round determines the team that selects the first clue in Round 1. Teams are presented with clue and the first team to successfully buzz-in and answer correctly will be the team to kick-off Round 1 with their selection.

REGULAR GAME ROUNDS:

Each round begins with teams being presented 6 different trivia categories with 5 questions each which range in difficultly (and point value).

Teams compete to buzz-in and answer each question as it is asked. The team that successfully answers the question will add the corresponding point value to their score and will then choose the next clue.

If a team guesses incorrectly at the clue, they will lose that corresponding point value and the action will return to the team with the last successful answer.

FINISHING THE GAME:

The game finishes with teams competing in a final round structured around a single clue. First, the category will be shown to teams, then the question itself.

When the category is revealed, teams will privately set their own point value for the clue (not to exceed their total score). Once the question is asked, teams will privately provide their answer. The host will tabulate the final scores for a dramatic reveal of the results and winning team.